

METALLIX PIN-UP!

JUDGE DREDD REVIEW

Sonic

the comic

**NEW
SONIC
STORY-**

**HE'S BIG!
HE'S BAD!**

HE'S MEKANIK!

KNUCKLES!

SPARKSTER!

**KID
CHAMELEON!**

WIN!

20 SKITTLES® PACKS OF-

● WRISTWATCHES!

● SCRATCH 'N' SNIFF T-SHIRTS!

● SWEETS!



CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Can it really be two weeks since we last made contact? Must be the heat(?) that's singeing my memory circuits. Talking of which, lie back and bask in the contents of this issue ...

The Cybernik returns in the start of a h-u-g-e new Sonic story, **The Rampage of Mekanik**. There's more Kid Chameleon adventures, plus another pulse-racing episode of **Knuckles**, not forgetting that gallant of Rocket Knights, **Sparkster**. Courtesy of Mars Confectionery, there's a fruity **Skittles® Competition** for you to get your teeth into, oh, and clear your walls for a mean **Metallix Pin-Up** in the centre pages.

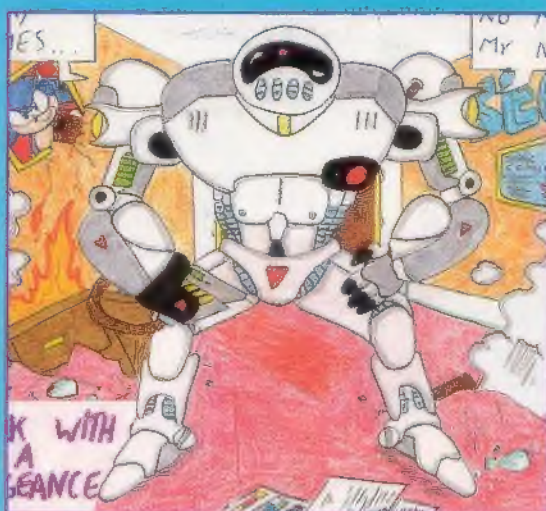
What's sleek, slick and Sega-sational (who said me?). Well, so is the new-look next issue. It costs an extra 5p, but it's packed with goodies, including a **Sonic Note Pad**, a **Mega Drive 32X Compo**, and a double page **Super Sonic Pin-up**. There's also a boost for techno Boomers who'll be able to send in letters and drawings on **Electronic 'E' Mail!** Better fill in your **Reservation Coupon** and order your copy. Gotta go, those lazy humes keep dripping ice cream over my circuits!

Megadroid

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designers:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Covers:** Carl Flint
- **Publisher:** Rob McMonaghy

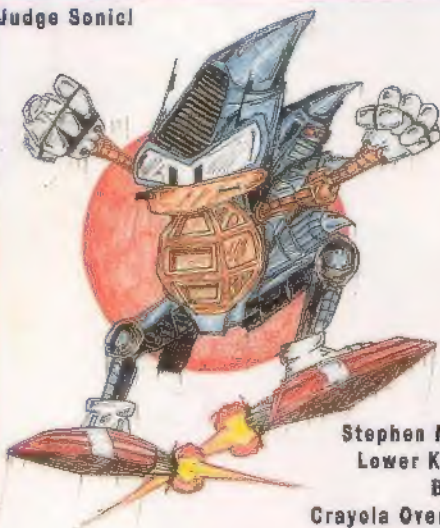
MEGA DREDD!

Drokk press, Boomers! Crime fighting lawman of the future and 2000AD comic strip hero, Judge Dredd, comes alive on the cinema screens on July 21st. But hey, he isn't the only tough talking, baddie basher around ...



Gary Zammit, Southend, Essex. MD owner. Crayola Overwriter Pack Winner.

Judge Sonic!



Stephen Martin, Lower Knowle, Bristol. Crayola Overwriter Pack Winner.

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The Sega Charts

All the chart action for all the Sega systems
- in every issue of STC.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 **new** THEME PARK
- 2 **down** BRIAN LABA CRICKET
- 3 **up** RUGBY WORLD CUP 1995
- 4 **down** WINTER OLYMPICS
- 5 **down** FIFA SOCCER '95
- 6 **up** ROAD RASH 3
- 7 **down** TOEJAM AND EARL 2
- 8 **down** PGA EUROPEAN TOUR GOLF
- 9 **re-entry** MICHIO MACHINES 2
- 10 **re-entry** PETE SAMPRAS TENNIS

MEGA-CD

- 1 **up** MICKEY MANIA
- 2 **down** WORLD CUP USA '94
- 3 **up** FIFA INTERNATIONAL SOCCER
- 4 **up** REBEL ASSAULT
- 5 **down** BRUTAL: PAWS OF FURY
- 6 **up** SNATCHER
- 7 **up** SEGA CLASSICS
- 8 **down** GROUND ZERO TEXAS
- 9 **new** STAR WARS CHES
- 10 **re-entry** ECCO THE DOLPHIN

MASTER SYSTEM

- 1 **up** WINTER OLYMPICS
- 2 **down** BRAM STOKER'S DRACULA
- 3 **up** COOL SPOT
- 4 **down** ROAD RASH
- 5 **down** SONIC THE HEDGEHOG 2
- 6 **up** DESERT SPEED TRAP
- 7 **up** STAR WARS
- 8 **down** SENSIBLE SOCCER
- 9 **up** DESERT STRIKE
- 10 **down** ROBOCOP V TERMINATOR

GAME GEAR

- 1 **up** SONIC THE HEDGEHOG 2
- 2 **down** WINTER OLYMPICS
- 3 **down** JAMES BOND 2 - ROBOCOP
- 4 **up** PGA TOUR GOLF 2
- 5 **re-entry** ROAD RASH
- 6 **re-entry** SONIC CHAOS
- 7 **new** DRAGON: THE BRUCE LEE STORY
- 8 **down** F15 STRIKE EAGLE 2
- 9 **down** BATMAN RETURNS
- 10 **down** MORTAL KOMBAT 2

SONIC

THE HEDGEHOG

The Rampage of Mekanik

PART 1

Script:
LEW STRINGER

Art:
NIGEL KITCHING/
JOHN BURNS

Lettering:
ELITTA FELL



THE EMERALD HILL ZONE...

Sigh
I KNEW THE REPORTS
WERE TRUE... BUT I HAD
TO CHECK FOR MYSELF.
YOU UNDERSTAND, DON'T
YOU, GRIMER?

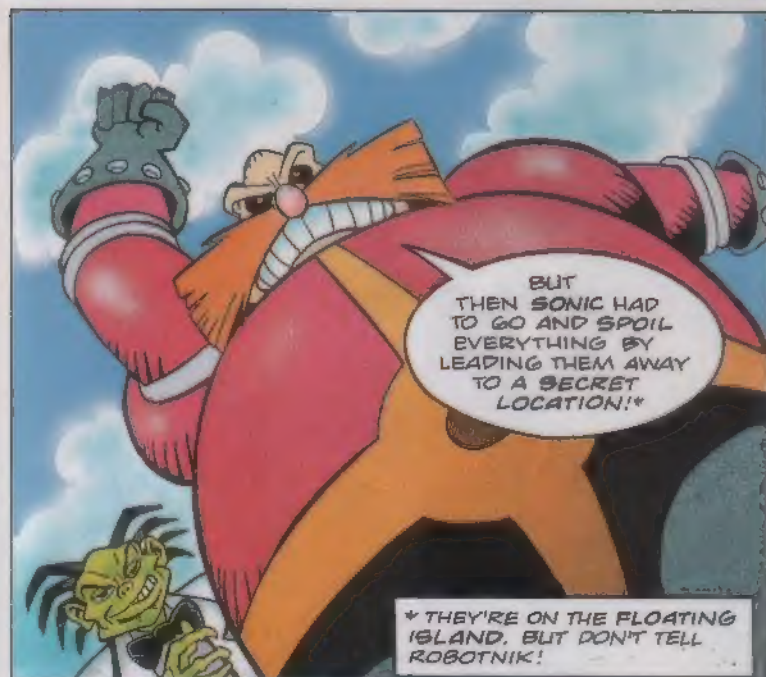
OF COURSE,
DOCTOR!

THIS
ZONE USED TO
BE THRIVING WITH
ACTIVITY... ITS
RESIDENTS RUSHING
THIS WAY AND
THAT...



...ESPECIALLY
WHEN I'D ATTACK
THEM WITH
BADNIKS!

Weh, heh, heh.



BUT
THEN SONIC HAD
TO GO AND SPOIL
EVERYTHING BY
LEADING THEM AWAY
TO A SECRET
LOCATION!*

* THEY'RE ON THE FLOATING
ISLAND. BUT DON'T TELL
ROBOTNIK!



NEVER
MIND, SIR! YOU
STILL HAVE PLENTY
OF OTHER ZONES
TO BRING CHAOS AND
DISORDER TO!

YOU'RE
RIGHT, GRIMER!
TIME I STOPPED
FEELING SORRY FOR
MYSELF AND DID
SOMETHING
DESTRUCTIVE!

THE STONE TOWER ZONE, WHERE RESIDENTS HAVE MADE THEIR HOMES IN THE UNUSUALLY HIGH ROCK FORMATIONS...

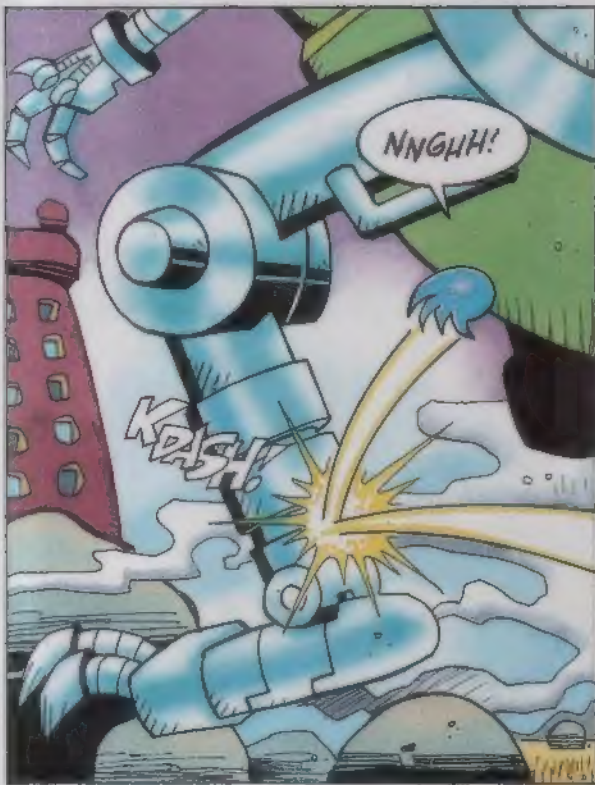
A PLACE LARGELY IGNORED BY ROBOTNIK (HE PREFERS TO POLLUTE GREENER ZONES).



BUT HE WILL IGNORE IT NO LONGER!







BUT HELP IS ON ITS WAY FROM
ANOTHER FRIEND OF SONIC'S...
SHORTFUSE THE CYBERNIK!

WHOA!
LOOKS LIKE I PICKED
THE RIGHT ZONE TO
INVESTIGATE FOR BADNIK
ACTIVITY! SOMETHING'S
CAUSED SERIOUS DAMAGE
HERE!

AND IT
DOESN'T TAKE MY
COMPUTER-ENHANCED
MIND TO GUESS WHAT
CAUSED IT!

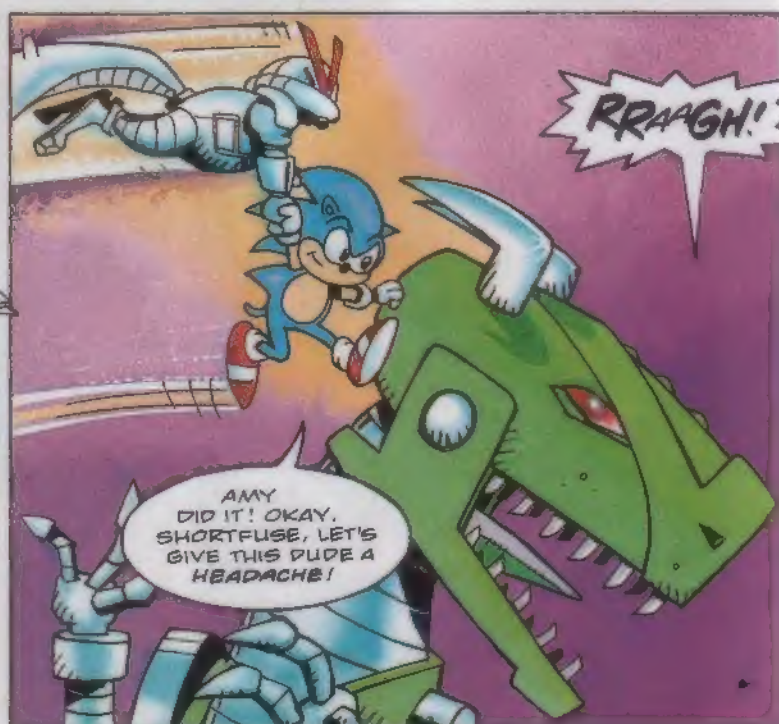
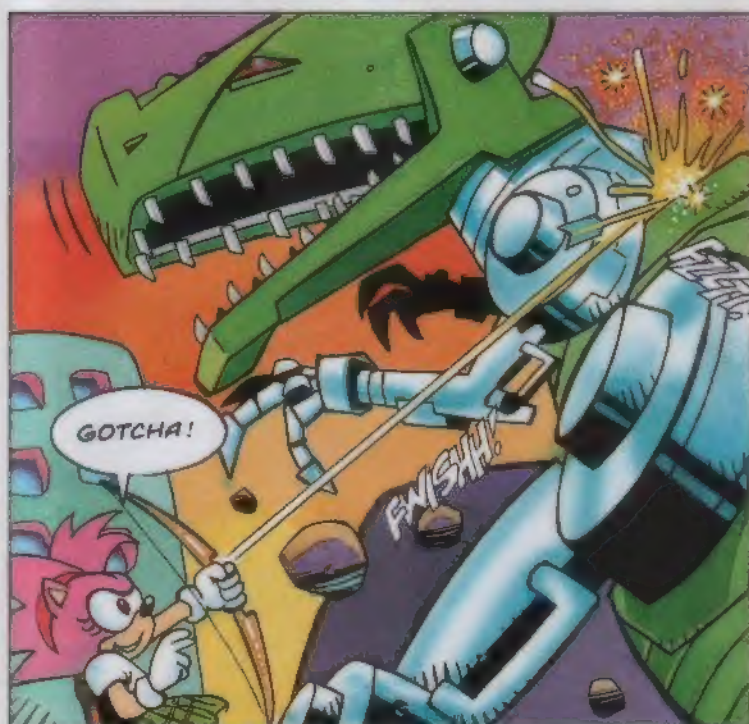
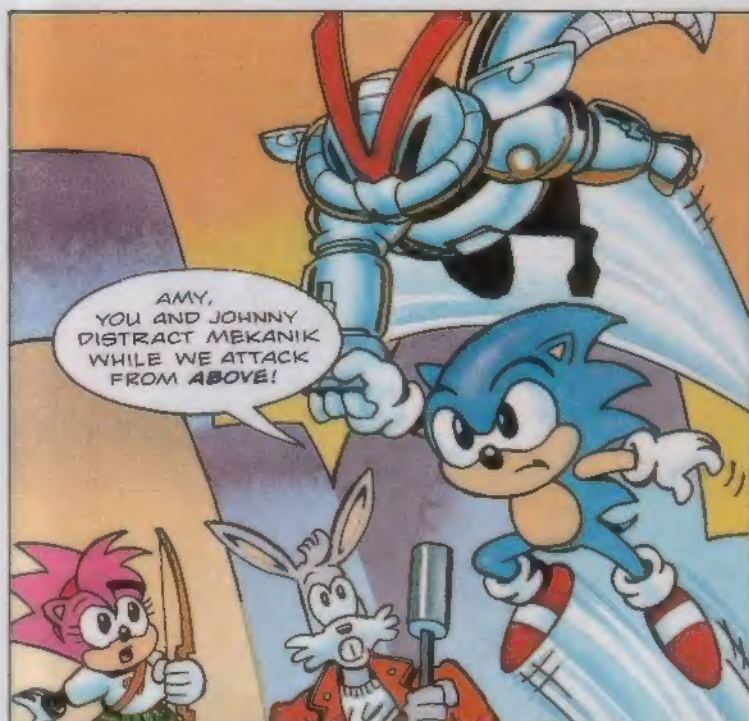
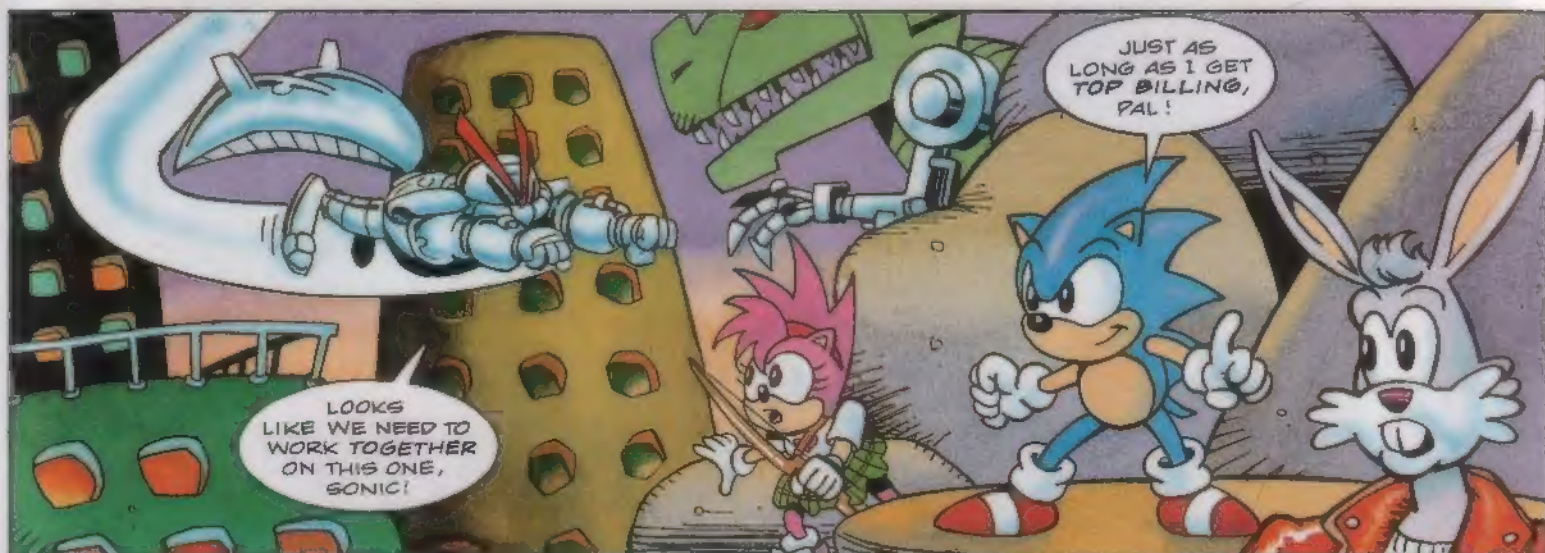
LOOK!
UP IN THE
SKY! IS IT A
BADNIK?

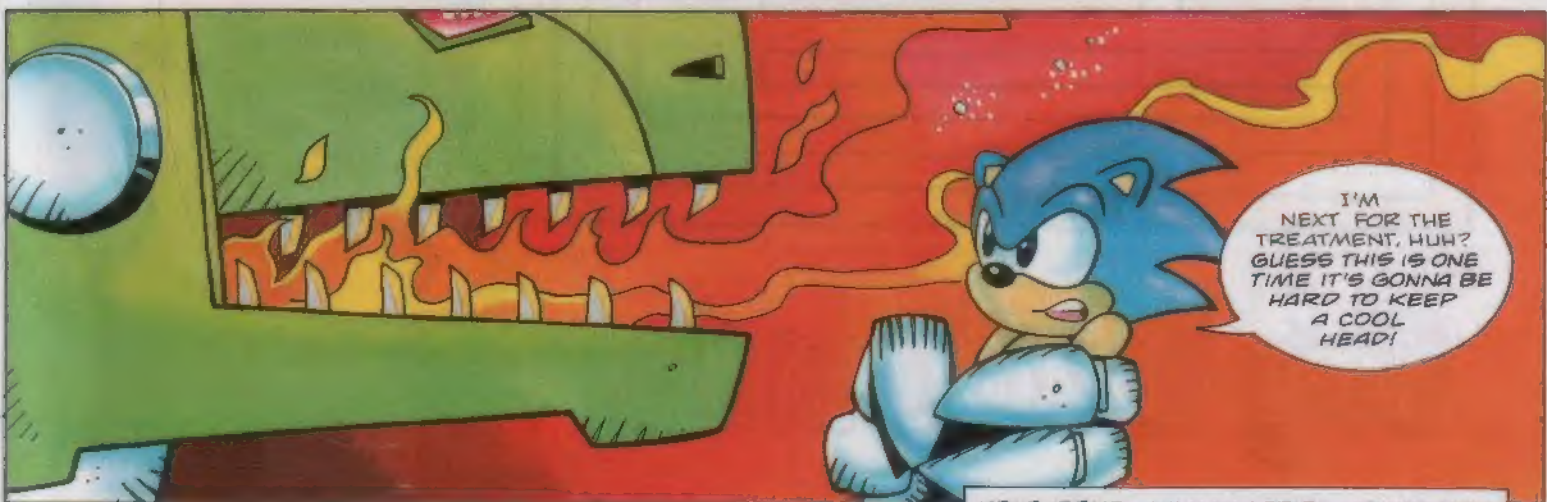
RELAX,
BUDDY! THAT
EX-BADNIK IS
ON OUR SIDE,
REMEMBER?

GOTTA
STOP THIS THING
BEFORE IT
CAUSES ANY MORE
DAMAGE!

KZZAPP!

ZERO RESULT!
THIS BADNIK'S ARMOUR
MUST BE AS STRONG
AS MINE!





NEXT ISSUE: UNLUCKY FRIED HEDGEHOG?

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:
Jenny Fromer & David Gibbon

JUDGE DREDD

game type: **PLATFORM/
ADVENTURE**
1 PLAYER



Mega Drive

WARNING: THIS GAME IS NOT SUITABLE FOR YOUNGER READERS. CHECK RATING BEFORE YOU BUY.



The year is 2139 AD, the population is living in soulless City Blocks and futuristic gang warfare is rampant. Order is now maintained by ruthless Judges, and you, Judge Dredd, find yourself being hunted down by the Law. Your mission is to restore justice to Mega-City One. To do this you must take on the menacing Dark Judges who seek to combat crime by destroying the living.

Based on the famous 2000AD comic character and the new movie, Judge Dredd is a large game that covers twelve levels, each with a primary and secondary objective for you to meet. As Judge Dredd you will be sent on regular missions by the Council Members. These missions include reaching computer terminals to gather information and shutting down the power system in the local penal colony to foil escaping prisoners. It is these assignments and the fact that you can disarm enemies rather than just blasting them (although this is always an option), that makes the game so involving.

Be warned though, Judge Dredd is a game that requires careful strategy. I discovered to my cost that by

The year is 2139 AD, the population is living in soulless City Blocks and futuristic gang warfare is rampant. Order



RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City



wasting missiles on the early levels I was ill-equipped defensively to defeat the later, more difficult, bosses. Any complaints are minor, although the level where Judge Dredd has to escape the Judge Hunters on a Lawmaster motorcycle seems a bit old hat.

That said, Judge Dredd is an involving game with good plot variation and large levels to roam in all directions. The degree of challenge is just right to keep you hooked and eagerly anticipating the next stage. Graphics are well drawn but somewhat familiar, while the

eerie music creates a suitably chilling futuristic mood. As a movie tie-in Judge Dredd stands out well from the crowd. The fact that it also contains some of the

best parts of the comic character can only be considered a bonus - JF

Special note: If you'd like to see more of Judge Dredd in brand new comic strip action, don't miss, Judge Dredd, Lawmen Of The Future, on sale at all good newsagents!

FAST FAX

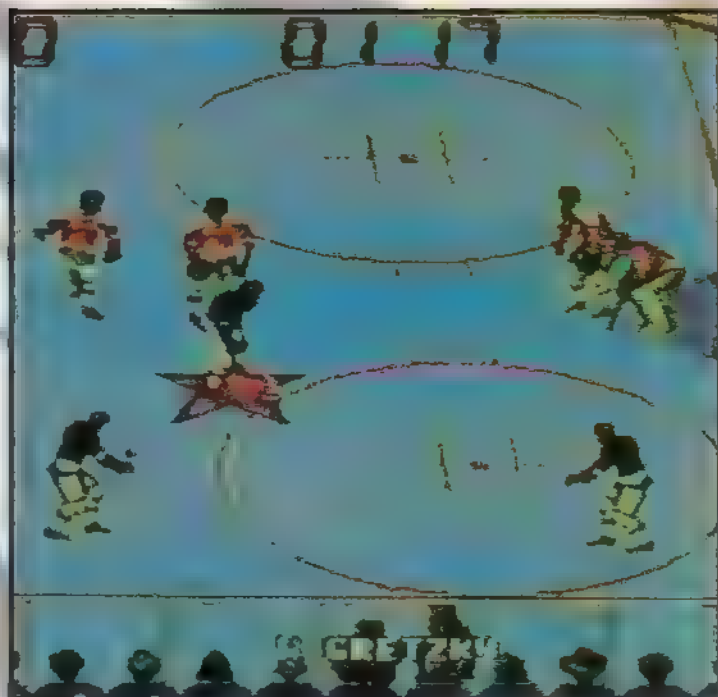
PUBLISHER	PRICE
ACCLAIM	SEE STOCKIST
GRAPHICS	
.....82	
SOUND	
.....82	
PLAYABILITY	
.....86	
RAVES	GRAVES
Good plot variation.	Long way between passwords.
OVERALL	
87%	

WAYNE GRETSKY AND THE NHLPA ALL STARS



game type: SPORTS
1-4 PLAYERS

Mega-Drive



We've witnessed Electronic Arts dominate this sport with their series of *NHL Ice Hockey* games, but on this occasion Time Warner have come up trumps by signing Wayne Gretzky, the number one U.S. scorer.

At the start of play you're offered options ranging from playing exhibition matches, a straight game, practises, tournament or full season.

Editing stats allows you to do everything from looking at each player's ratings to trading players with other teams. Changing the settings gives you several options which include selecting the match time to choosing one of four play modes. Four distinct play modes are included which vary the play from the rules to playing a 'street' version of ice hockey.

Over 600 actual NHLPA players are featured in the game, together with 26 North American teams and six international all-star teams. Once you've selected your

team(s) you are ready to hit off!

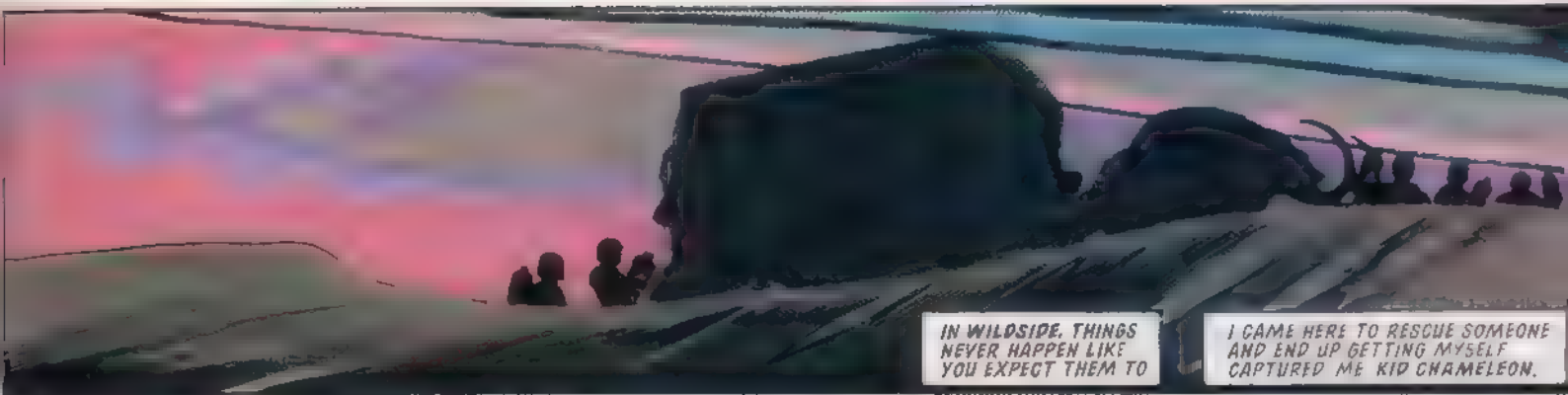
There's a superior quality of graphics compared to other ice hockey games; Time Warner claim they are twenty per cent larger! There is plenty of animation with good attention to detail with incredible player movement.

Wayne Gretzky and the NHLPA All Stars is fast, competitive with slices of beat 'em-up action thrown in for fun! The multi-player game provides the most excitement, but unfortunately this is only an option with the exhibition matches (perhaps Time Warner will update this feature in a future release?). That said, this a great buy. - DG



FAST FAN

PUBLISHED TIME WARNER	PRICE £44.99
GRAPHICS	
..... 86	
SOUND	
..... 82	
PLAYABILITY	
..... 92	
RAVES Fast	GRAVES Limited multi-player option
OVERALL	
90%	



IN WILDSIDE, THINGS
NEVER HAPPEN LIKE
YOU EXPECT THEM TO

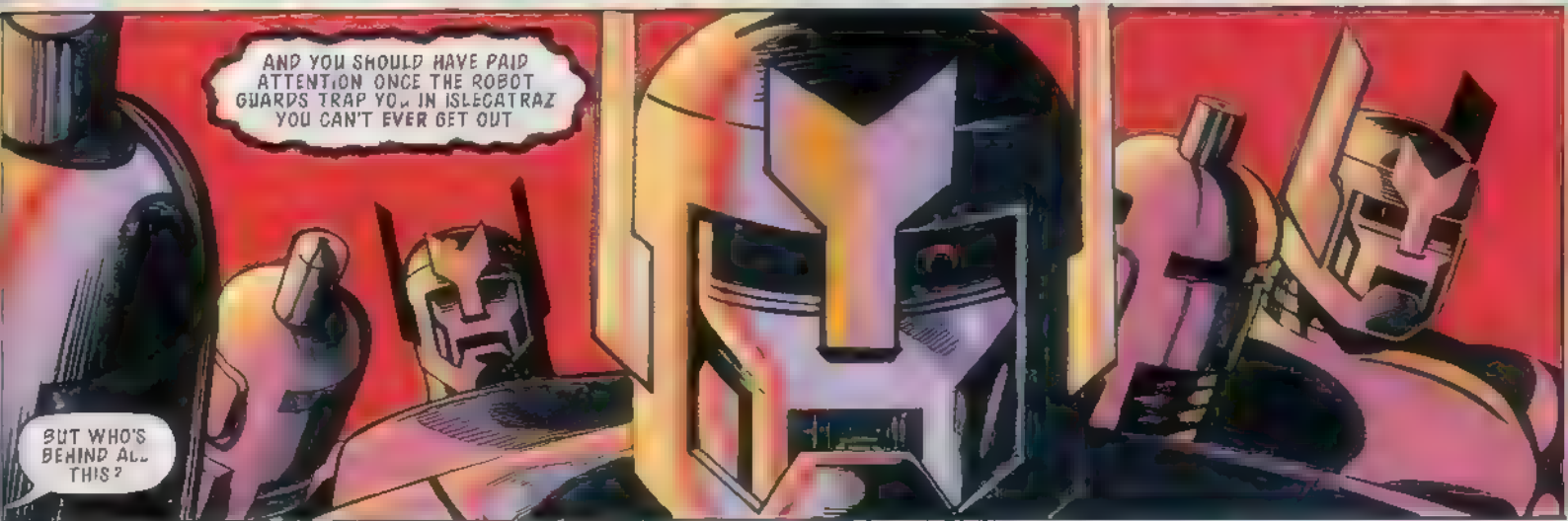
I CAME HERE TO RESCUE SOMEONE
AND END UP GETTING MYSELF
CAPTURED ME KID CHAMELEON.



NOT JUST ME, EITHER THERES DOZENS OF
OTHER KIDS HERE WHO PLAYED WILDSIDE IN
THE ARCADES AND GOT CAUGHT IN THE GAME

THEN THEY TAKE US VIA
THE TELEPORT TO THE PRISON
ISLAND ISLEGATRAZ!

ISLEGATRAZ?
I WAS WARNED
ABOUT THAT PLACE!



AND YOU SHOULD HAVE PAID
ATTENTION ONCE THE ROBOT
GUARDS TRAP YOU IN ISLEGATRAZ
YOU CAN'T EVER GET OUT

BUT WHO'S
BEHIND ALL
THIS?



NO-ONE KNOWS
THE CHIEF WARDER
THERE'S JUST A
KID

NOW THIS BIT I ALREADY KNOW.
THE CHIEF WARDER'S BRAD -
THE KID I CAME TO RESCUE.

KID CHAMELEON

BACK TO UNREALITY!
PART 4

Script: MICHAEL COOK
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME

THOUGH RIGHT NOW, RESCUING HIM'S
THE LAST THING ON MY MIND

WE'VE GOT
TO GET OUT
OF HERE.

THEY'RE
TOO STRONG.

LIKE I SAY, THESE ARE ALL KIDS LIKE ME,
BUT WITH ME THERE'S ONE BIG DIFFERENCE

CHAMELEON!



OK, BUDS,
LESSEE WHAT
MANIAXE
CAN DO!

SHINNKK!

SHHINKK!

NOW,
STAY REAL
STILL

THNKK!

THNKK!

GEE, THIS IS CREEPY. WHEN I CHANGE
BODIES, I GET A SHOT OF NEW PERSON-
ALITY MANIAXE IS FILLED WITH DARK
AND TWISTED THOUGHTS.

WHAT DO WE
DO NOW, ER...
MANIAXE?

WE WAIT

THNKK!

WOW!

I DON'T WANT
TO IMAGINE
WHAT HE MIGHT
DO TO BRAD!

WE'VE STOPPED AT THE
TELEPAD WHEN THEY OPEN THE
DOORS, YOU KIDS SCRAMBLE.
I'LL CAUSE A... DIVERSION.
HEH, HEH, HEH!





SHHNNK!

I'M YOUR WORST NIGHTMARE!

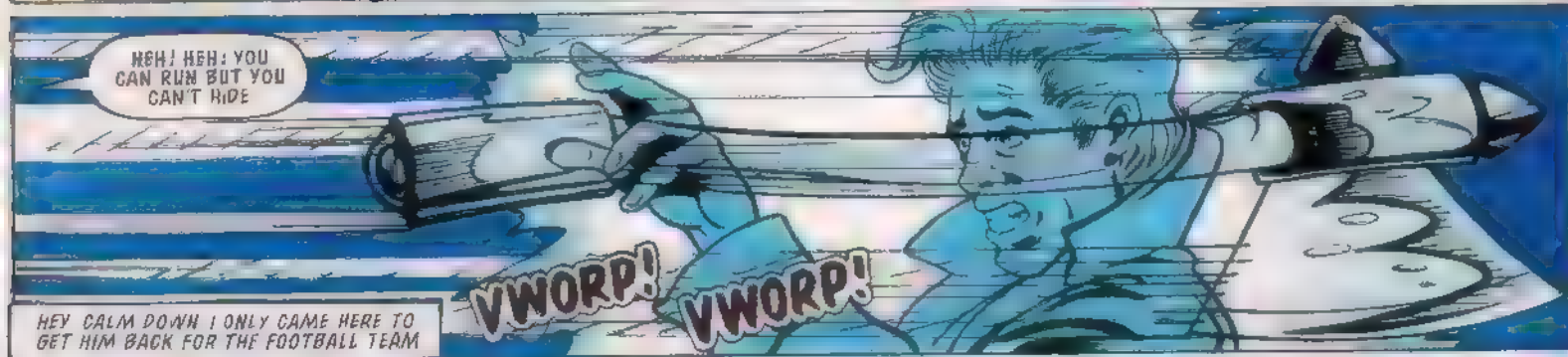
KRANNG!

THIS IS GETTING HASTY. MANIAKE IS CRAZY. HE'S LETTING HIS LOVE OF THE HUNT BLUR HIS JUDGEMENT



LET ME THROUGH TO THE TELEPAD. SCRAMBLE THE CO ORDINATES WHEN I'VE GONE!

AS MANIAKE. I'M BECOMING AS BIG A BULLY AS BRAD



HEH! HEH! YOU CAN RUN BUT YOU CAN'T HIDE

VWORP! VWORP!

HEY CALM DOWN I ONLY CAME HERE TO GET HIM BACK FOR THE FOOTBALL TEAM



CHUNNK!

JUST GET A GRIP MANIAKE THE ROBOT'S CHANGED THE CO ORDINATES



VWORP! VWORP!

COMIN' STRAIGHT AFTER YOU PRETTY BOY

WE COULD END UP ANYWHERE TRAPPED UNDERWATER. OR IN SOLID ROCK OR...

...IN MID-AIR!

NOT AGAIN!

CHAMELEON!

THAT'S MORE LIKE IT. FEELS LIKE A
GUST OF WIND BLOWING MANIAXE'S
DARKNESS AWAY. I'VE BECOME

HEY!
WHAT
THE...?

MIGHTY MASTER OF
WIND AND RAIN.
THE STORM BRINGER
KNOWN AS
CYCLONE!

NOW MY MISSION IS CLEAR
TO BRING JUSTICE TO THE
ONE KNOWN AS BRAD AND
FREEDOM TO THE TRAPPED
SOULS OF WILDSIDE!

NEXT ISSUE



KNUCKLESTM

TOTAL CHAOTIX

Script:
NIGEL KITCHING

Art:
RICHARD ELSON

Lettering:
ELITTA FELL

CHAOTIX HAVE BEEN BURIED
UNDER TONS OF RUBBLE BY
THE DEADLY METALLIX BADNIK.

NOW KNUCKLES FACES HIM
ALONE!

YOUR FRIENDS
ARE ELIMINATED YOU
ARE MY FINAL
TARGET

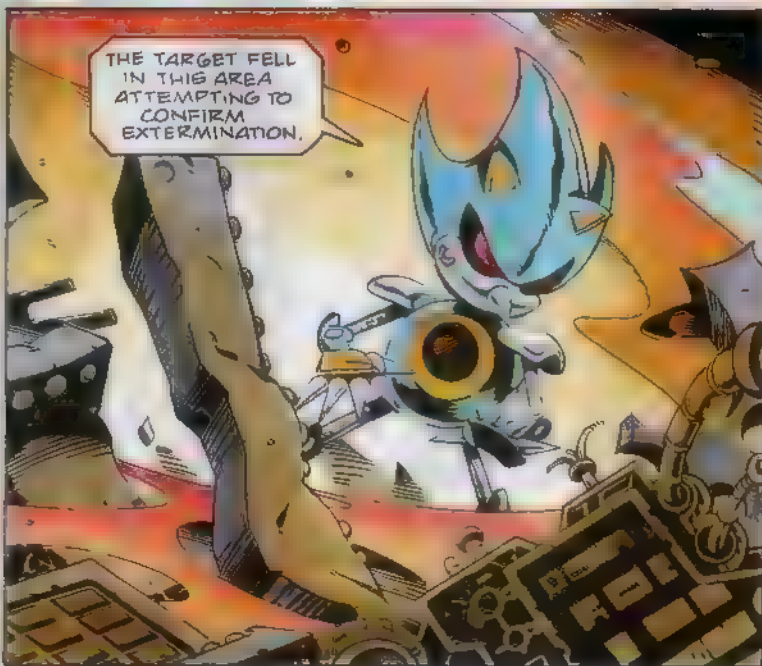
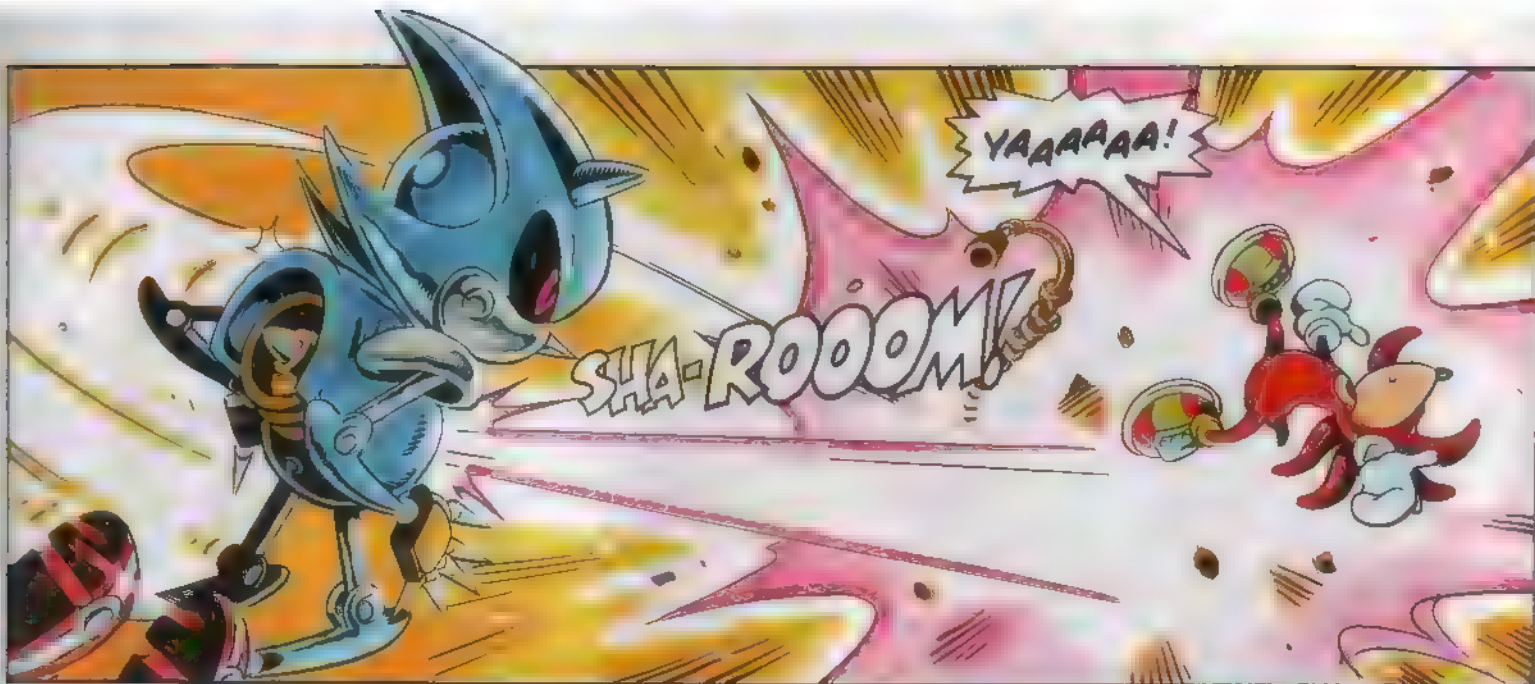
I CAME
HERE TO RESCUE
THE OMNI-VIEWER
- MURDERER!

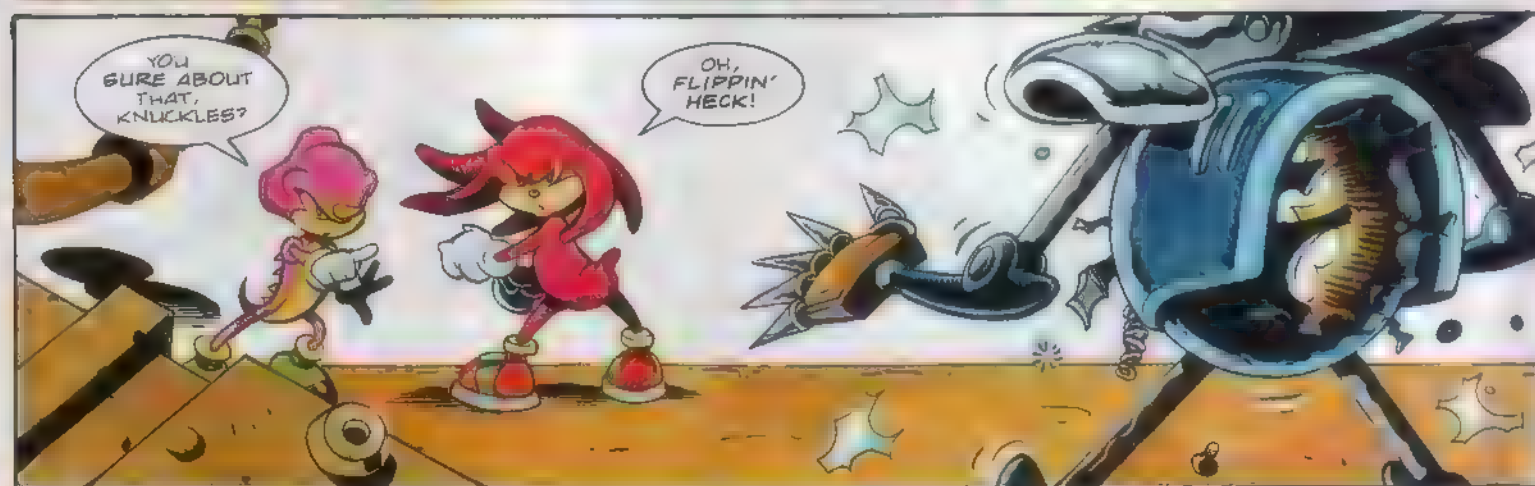
AND I
OWE IT TO CHAOTIX
TO MAKE SURE
THAT I DO JUST
THAT!

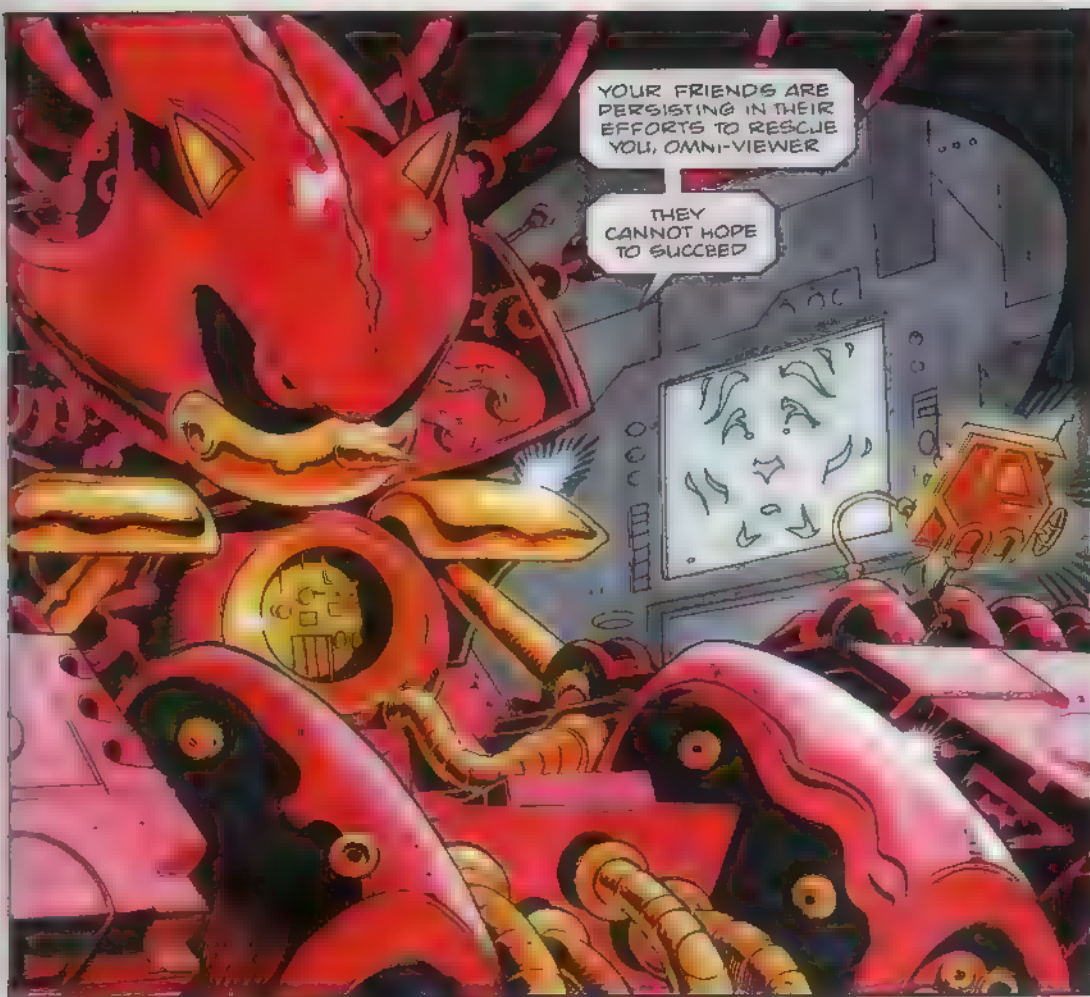
FZZLAK!

YOW! IF THAT
BEAM HITS ME IT'S
ALL OVER!

HE'S
FAST! I GUESS
THAT MAKES SENSE!
HE WAS BUILT TO
BE A MATCH FOR
SONIC!







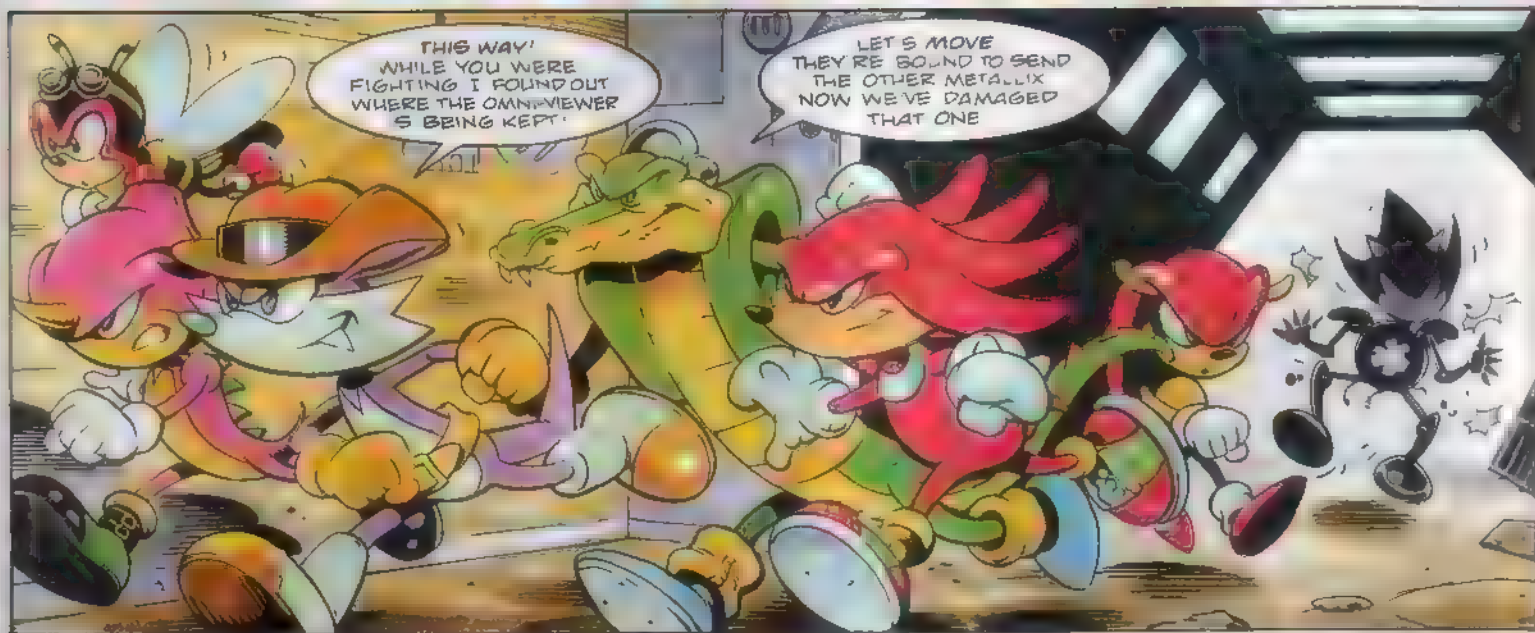
YOUR FRIENDS ARE
PERSISTING IN THEIR
EFFORTS TO RESCUE
YOU, OMNI-VIEWER

THEY
CANNOT HOPE
TO SUCCEED



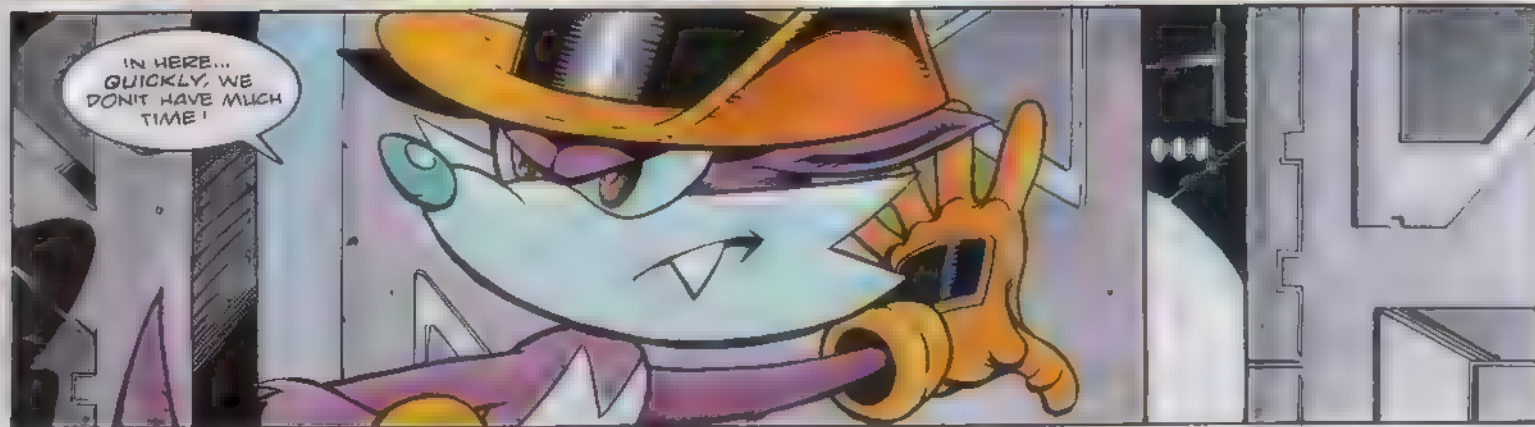
THE CONVERSION
PROCESS IS ALMOST
COMPLETE SOON I
WILL HAVE ACCESS TO
YOUR POWER

THEN NOTHING
WILL BE ABLE
TO STOP ME

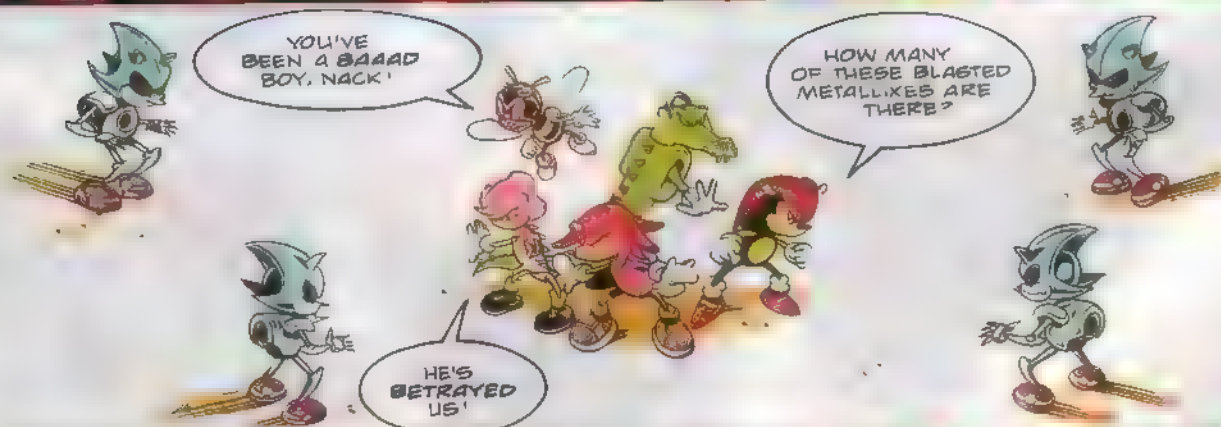


THIS WAY!
WHILE YOU WERE
FIGHTING I FOUND OUT
WHERE THE OMNI-VIEWER
S BEING KEPT.

LET'S MOVE
THEY'RE BOUND TO SEND
THE OTHER METALLIX
NOW WE'VE DAMAGED
THAT ONE



IN HERE...
QUICKLY, WE
DON'T HAVE MUCH
TIME!



NEXT ISSUE NACK'S REWARD

Q Zone

STC's Regular game guru, David Gibson, dishes up more tips and cheats to help Boomers solve those niggling games on the Sega systems



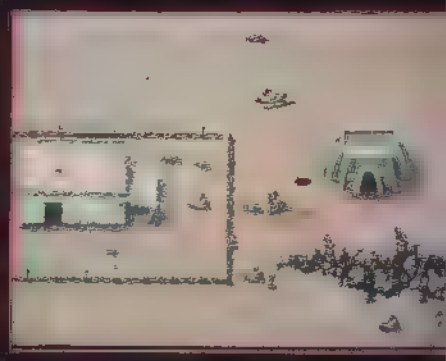
CANNON FODDER



Created by the same makers of *Sensible Soccer*, *Cannon Fodder* is the much acclaimed shoot 'em-up which has established Sensible Software as a household name. It's not an easy game and the later levels can be quite difficult to get through. However, fear not, for listed below are the passwords to the first twelve missions!

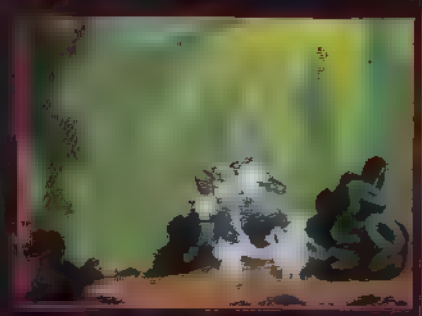
PASSWORDS

- 1. PXJND
- 2. UZHNC
- 3. JHHN
- 4. ONLAK
- 5. DWKFC
- 6. EZMSE
- 7. JBLBD
- 8. ODSRW
- 9. TTEFD
- 10. WTEPD
- 11. PRLYA
- 12. BOBJD



EARTHWORM JIM

Before you say a word, I know the *Q Zone* recently featured the complete solution, including a brilliant screen cheat, to this wriggly adventure game (but there is one you've not seen yet; an unlimited ammunition cheat! Fire away!)



UNLIMITED AMMUNITION

Before Jim's ammunition gets too low, press Start to pause the game. Now, press A, B, B, B, C, A, C and C. Press Start to un-pause the game and your gun will be fully loaded again!

MEET MY MANIA



Following on from our mega complete solution to Mickey Mania (STC 54 and 55), the Q Zone has returned to help those who have still not managed to get Mickey through his latest adventure. So if you've had trouble getting past the later levels, or indeed the first level (!), then help is at hand with this level select cheat:-

Level Select

Go to the Option screen and select Sound Test. Next, set the Music to Continue, FX to Appear and Speech to Think. Go down and, while on the exit option, hold down left on your joypad until you hear a chime. Press exit, then Start the game and the cheat will be activated.



MICRO MACHINES



We've had many cheats for this incredible Mega Drive game, but this is the first time the Q Zone has put together some for the Master System. If you're a Micro Machines fanatic the tips below will help you race through the game!

1. Win Every Race - On the first Breakfast Table track, turn round and do a lap the wrong way round. From then on, you'll automatically win every race even if you don't come first!

2. Track Select - On the intro screen press Up, 2, Down, 2, 2, Left, 2, 2 then 2.

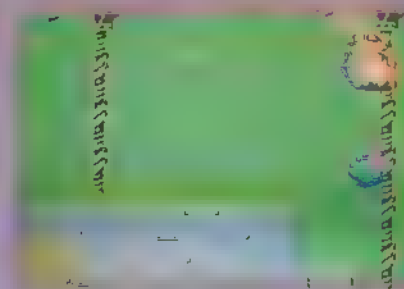
3. Extra Speed - Just as you're about to win the qualifying race, reverse over the finishing line. This will increase your speed in the subsequent races.

4. Better Grip - Press Up, plus buttons 1 and 2 while in



the milk on the first Breakfast Table race. You'll now have improved grip for better cornering.

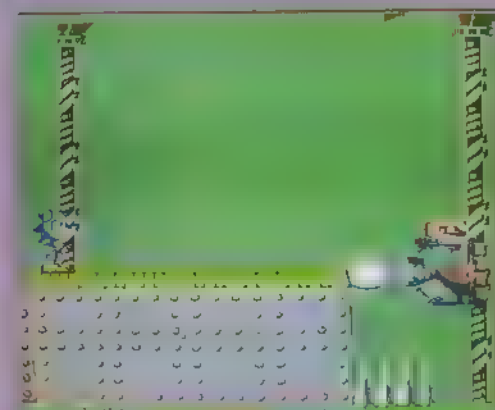
SONIC CHAOS



The cool blue one's mega adventure on the Game Gear appeared to compensate sole hand-held users who didn't get to play Sonic & Knuckles (MD).

Likewise, sole 16-bit owners didn't get to play Sonic Chaos and boy, did they miss out on a brilliant Sonic game! They're also going to miss out on this mega cheat that allows Sonic to launch fireballs. A very healthy activity for a super-fast hedgehog, I must say!

When you see the message 'Press Start button', press Down, Down, Up, Up, Left, Right, Left, Right, 1, 2 and



Start. You should now see a Sound Test option. Select this and press Down, Down/Right, Right and finally press button 1. Start the game as normal, and Bob's your uncle!

THE FAST TOWER OF CASTLE ZEBULAN

SPARKSTER HAS FOUND THE SOURCE OF THE ENCHANTMENT WHICH HOLDS ALL THE PEOPLE OF ELHORN IN KING SEDOL'S POWER



SPARKSTER

Design: NICK MITCHELL Art: KAREN ROSS Lettering: JAMES POWER

LAST OF THE ROCKET KNIGHTS Part 1



AGGGH!
EVEN MY ARMOUR
CANNOT PROTECT ME
FROM THE GEMSTONE'S
EVIL EFFECT?



MEANWHILE, IN THE CATHEDRAL OF ZEBULOS, KING SEDOL'S WEDDING TO PRINCESS SHELLEY CONTINUES.

BUT
MOTHER, YOU
PROMISED!



WELL I'VE
CHANGED MY MIND
I DON'T WANT HER TO
HAVE IT! SHE'S TOO
SKINNY, NOT A BIT
OF MEAT ON
HER!

BUT
OH WHAT'S THE
USE?

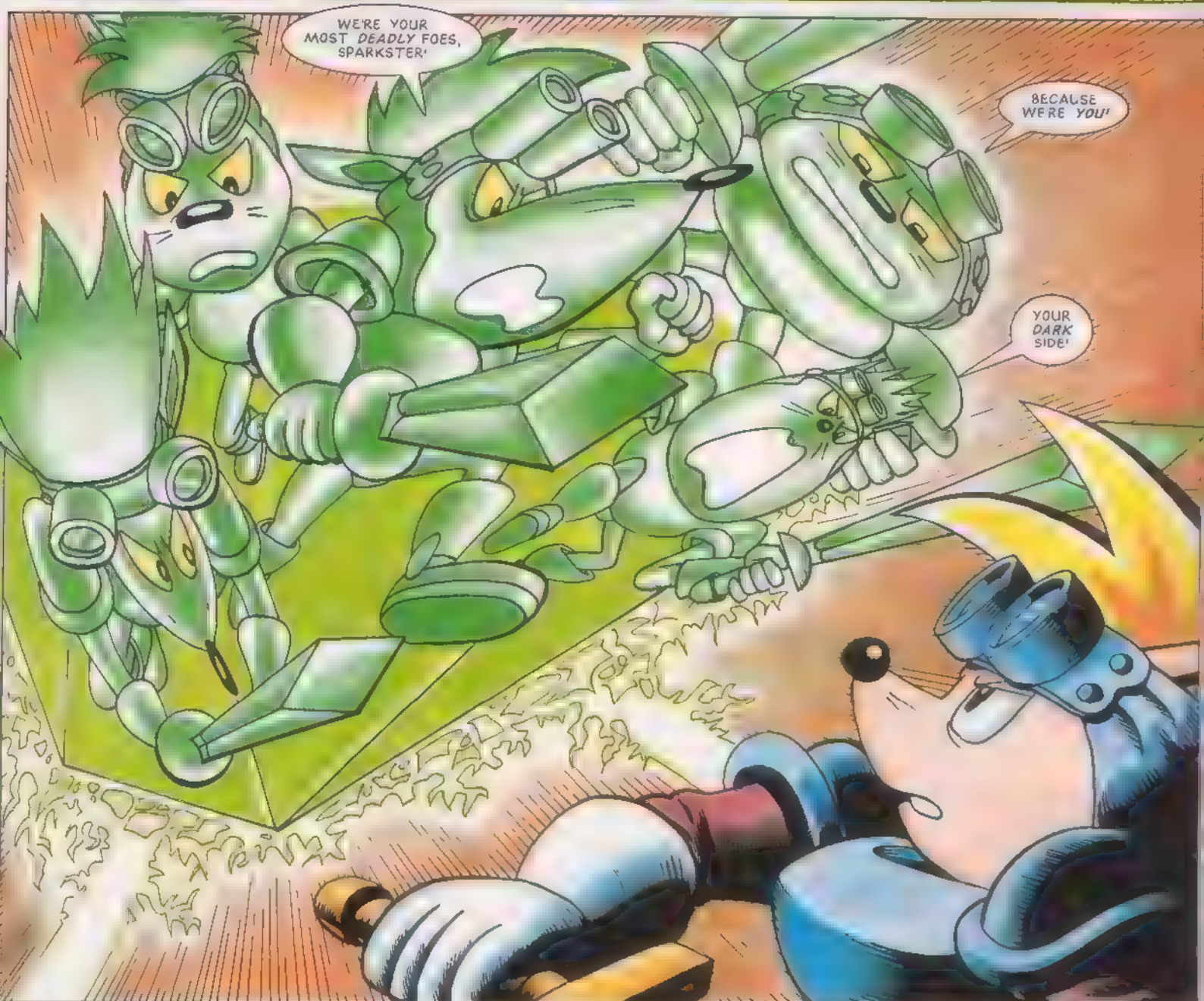


WHA--?

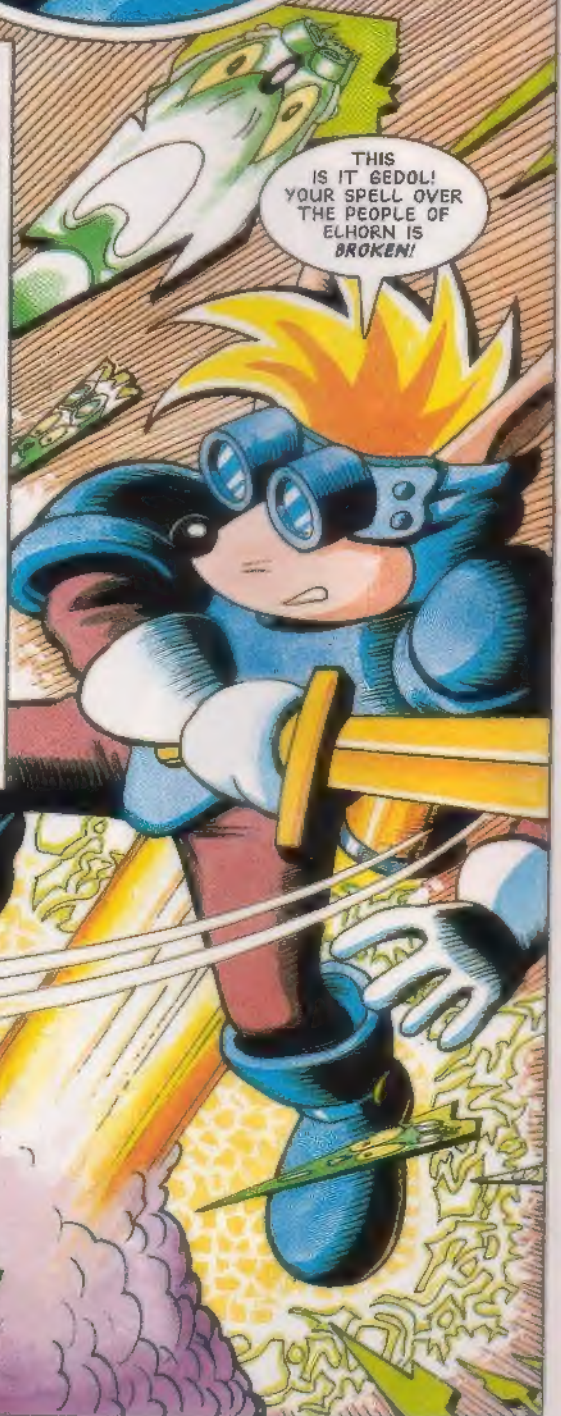
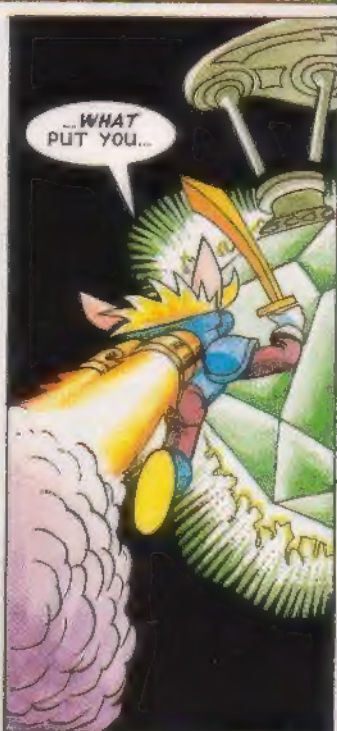
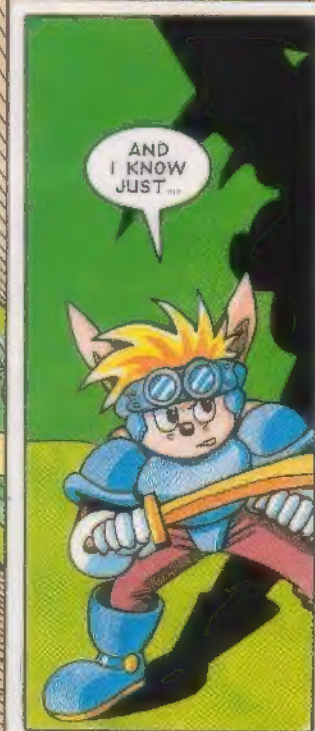
EXCUSE
ME ARCHBISHOP
BUT I NEED A
RING...

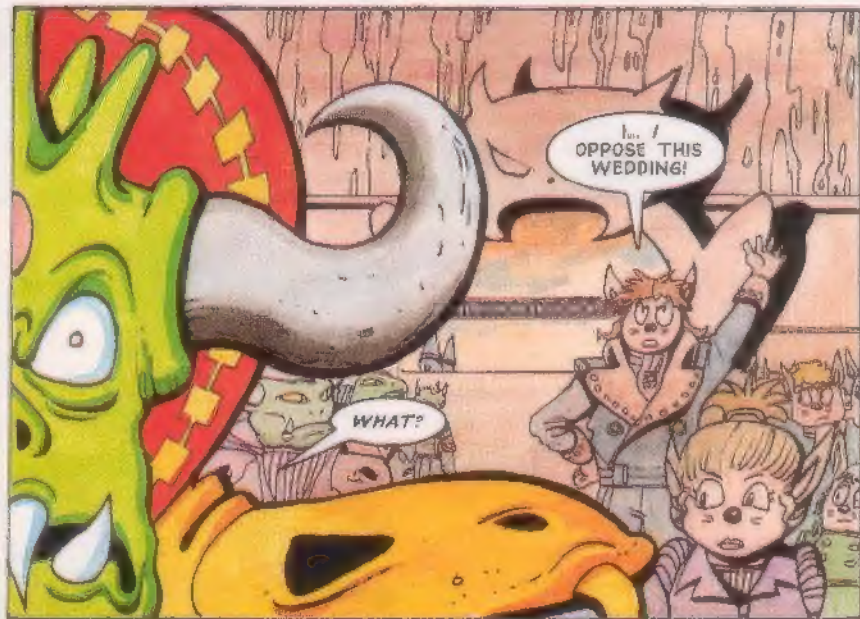


THIS
ONE WILL
HAVE TO
DO









NEXT ISSUE: THE HOSTAGE!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Radioheads!

Dear STC,

My friend and I are budding DJ's and have set up a radio station in my bedroom called Sonic & Tails FM. We play theme tunes to Sonic games as well as giving a run down of the video game charts.

Andrew Goy, Retford, Notts.

MCD owner.

Sonic Stationery Winner.



Sonic-tastic, mate!

Doctors Orders!

Dear Megadroid,

Your comic is suffering from a serious illness called CLOSATS; 'Chronic Lack Of Sonic And Tails Stories'. The perfect remedy would be if STC concentrated less on a certain feisty red-head, and increased the dose, particularly, of Tails.

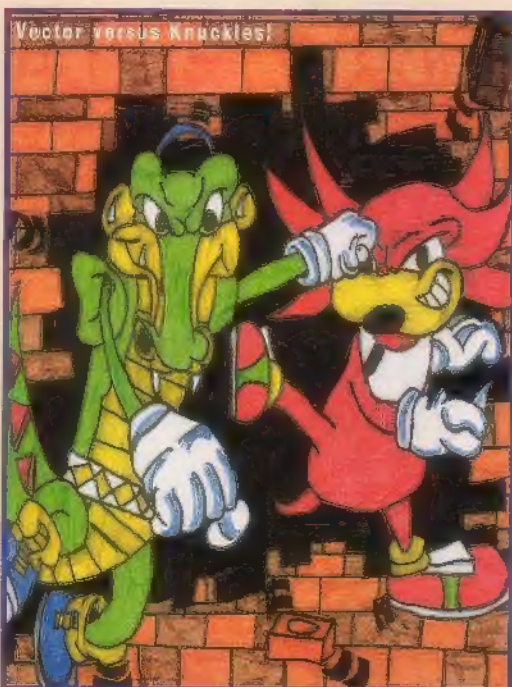
Doctor E. Hands, Everton,

Nr Sandy, Beds.

Sonic Stationery Winner.



Does this mean you're not interested in the forthcoming Knuckles and Tails series, Doc? Stay tuned!



↑ Mark Walker, Mansfield, Nottinghamshire.
GG & MD owner.
Sonic Stationery Winner.

Haven't a Q

Dear STC,

Your Q Zone Specials are okay for those STC readers who have the video games, but are totally useless for those who haven't!

Kyle Senior, Skegness, Lincs.

MD/MS owner.

Sonic Stationery Winner.



Point taken, Kyle. So are you suggesting that we send David Gibbon to the home for retired Game Gurus?

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for Helen Waller on 0171 344 6400.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these Highgrove Stationery sets comprising of a Segasational Sonic Organiser and Tin (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME

ADDRESS

.....

.....

..... AGE

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.

2.

3.

HOW DO YOU RATE ISSUE 57
OF **STC?**

%

